

IMPERIUM - GREY KNIGHTS

GREY KNIGHTS
DREADNOUGHT
[LEGENDS]

M

6"

T

9

SV

2+

W

8

LD

6+

OC

3

160 PTS

Base —



Deadly Demise D3

Gate of Infinity

3 BESCHUSS

Assault cannon

DEVASTATING WOUNDS

R	A	BS	S	AP	D
24"	6	3+	6	0	1

VERWUNDET

2+ T1-3

3+ T4-5

4+ T6

5+ T7-11

6+ T12+

Heavy flamer

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

VERWUNDET

2+ T1-2

3+ T3-4

4+ T5

5+ T6-9

6+ T10+

Heavy psychic

PSYCHIC

R	A	BS	S	AP	D
24"	6	3+	10	-1	3

VERWUNDET

2+ T1-5

3+ T6-9

4+ T10

5+ T11-19

6+ T20+

Incinerator

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	6	-1	1

VERWUNDET

2+ T1-3

3+ T4-5

4+ T6

5+ T7-11

6+ T12+

Multi-melta

MELTA 2

R	A	BS	S	AP	D
18"	2	3+	9	-4	D6

VERWUNDET

2+ T1-4

3+ T5-8

4+ T9

5+ T10-17

6+ T18+

Storm bolter

RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	4	0	1

VERWUNDET

2+ T1-2

3+ T3

4+ T4

5+ T5-7

6+ T8+

5 NAHKAMPF

Armoured feet

R	A	WS	S	AP	D
Melee	5	3+	6	0	1

VERWUNDET

2+ T1-3

3+ T4-5

4+ T6

5+ T7-11

6+ T12+

Dreadnought combat weapon

R	A	WS	S	AP	D
Melee	5	3+	12	-2	3

VERWUNDET

2+ T1-6

3+ T7-11

4+ T12

5+ T13-23

6+ T24+

Nemesis doomglaive

PSYCHIC

R	A	WS	S	AP	D
Melee	5	3+	14	-3	3

VERWUNDET

2+ T1-7

3+ T8-13

4+ T14

5+ T15-27

6+ T28+

GEGEN DIESE EINHEIT

W9 - RW 2+ - 8 LP je Modell

WIRD VERWUNDET MIT

RETTUNGSWURF JE DS

DS 0

2+

3+

S10-17

DS -1

3+

4+

S9

DS -2

4+

5+

SS-8

DS -3

5+

6+

S1-8

DS -4

6+

1
KOMMANDO

2
BEWEGUNG

4
ANGRIFF


VERTEIDIGUNG

∞

IMMER / EINMALIG

Wisdom of the Ancients (Aura)
While a friendly Grey Knights Infantry unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

REGELN & KEYWORDS KURZ

Deadly Demise D3 This ability always takes the form Deadly Demise X.

Gate of Infinity If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding u...

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...

MELTA This ability always takes the form [MELTA X].

PSYCHIC Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit rol...

RAPID FIRE This ability always takes the form [RAPID FIRE X].

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Grey Knights Dreadnought [Legends]

Ausrüstung: Assault cannon, Heavy flamer, Heavy psycannon, Incinerator, Multi-melta, Storm bolter, Twin lascannon, ► Heavy plasma cannon - standard, ► Heavy plasma cannon - supercharge, ► Missile launcher - frag, ► Missile launcher - krak, Armoured feet, Dreadnought combat weapon, Nemesis doomglaiave

- This model can replace its Assault cannon, storm bolter and Dreadnought combat weapon with Heavy psycannon, storm bolter and Nemesis doomglaiave or Heavy psycannon, incinerator and Nemesis doomglaiave.
- This model can replace its Assault cannon with Heavy plasma cannon, Multi-melta or Twin lascannon.
- This model can replace its Storm bolter and Dreadnought combat weapon with Missile launcher and armoured feet or Heavy flamer and Dreadnought combat weapon.